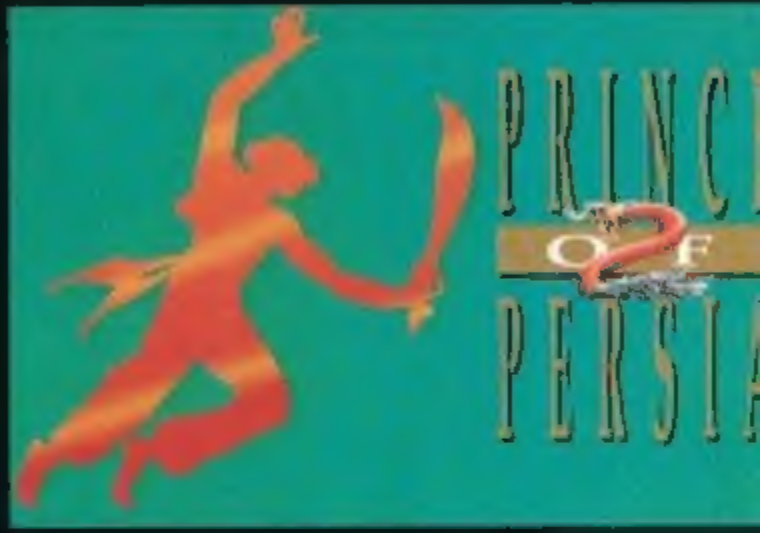

INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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PRINCE OF PERSIA

WHEN YOU STOWED AWAY ON A SHIP BOUND FOR PERSIA, little did you dream that you would fall in love with the Sultan's beautiful young daughter. Still less could you have imagined that you, an unknown adventurer with neither wealth nor title, would win her hand and be hailed by an adoring population as the new Prince of Persia.

In fact, the Sultan had counted on marrying his daughter, if not to a king, then at least to a prince whose wealth and stature would favorably complement his own. The thought of giving her up to someone such as yourself upset the Sultan so much that he nearly ordered your head cut off on the spot.

Only the Princess's quick intervention saved your life. And only by means of the most eloquent pleading (backed by copious tears) was she able to persuade her father to grant your request. So it was that Persia gained a new Prince.

This, at least, is how you remember it.

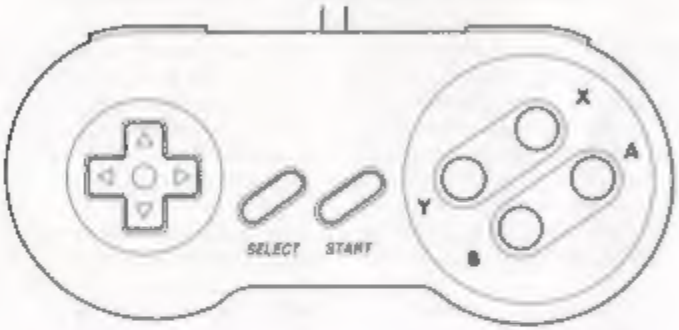
Until, one morning, you enter the throne room and find your place at the Princess's side already taken by someone who bears a disturbing resemblance to you. Worse, even the Princess doesn't recognize you.

At a word from the "Prince", the Sultan's guards lay hold of you. This is no time to argue. You break free and leap through the stained-glass window on the rooftop of the palace. With every guard in Persia after you, you barely escape with your life by jumping onto a merchant ship.

As the wind carries you away from Persia, ever further away from the Princess and the happiness that was all too briefly yours, you vow that from this moment on you will live only to find your way back. You don't know who your enemy is, nor how you will defeat him... but between you and the solution to his mystery lies your greatest adventure yet.

GAME INSTRUCTIONS

CONTROLLING YOUR MOVEMENTS



B or UP:	Jump up / Climb up.
LEFT:	Run left.
LEFT + B:	Jump left.
RIGHT:	Run right.
RIGHT + B:	Jump right.
DOWN:	Crouch, pick up items, or climb down to hang from a ledge.

PRINCE OF PERSIA 2

To turn around:
Quickly press and release the ← or → button depending on which direction you want to turn.

To run:
Press and hold down the ← or → button. Release the key to stop running.

To take careful steps:
Press the ← or → button while holding the **L** or **R** button. You can use careful steps to move right up to the edge of a chasm or a suspicious-looking floor section.

To jump up:
Press the **B** button, or ↑.

To jump forward:
When you are standing still, press ← + **B** or → + **B**.

To run and jump forward:
You can jump farther with a running start. For a running jump over a chasm, back up at least two full strides from the edge. Start running left or right, then, with the running button still depressed, press **B** to jump. Don't be afraid of pressing **B** too early; the *Prince* will wait until the last possible moment to jump.

To climb up onto a ledge:
Stand facing the ledge and press and hold the ↑ button. If necessary, use careful steps to position yourself below the ledge.

To climb down and hang from a ledge:
Step up to the edge, turn around, then press the ↓ key.

To hang from a ledge:
Any time you jump or fall within reach of ledge, you can grab onto it by pressing ↓ button.

HINTS

- To get the maximum distance from a standing jump across a chasm, use careful steps to move right up to the edge of it before you jump.
- If you jump a chasm but fall short, you may still be able to grab on to the opposite edge by pressing up.
- Test for loose floor sections by jumping up and down. If a section of the floor wobbles, you can bet it's loose! You can also cause loose floor sections to fall by standing nearby and jumping up and down to shake them repeatedly.

To crouch:
Press the ↓ button. Release the key to stand up.

To crawl:
In certain situations, pressing the ↓ button followed by the ← or → button will cause you to throw yourself flat on the floor. When this happens, press the ← or → key to crawl in the direction you want to go. To crawl backwards, press a key to move in the opposite direction. To stand up while crawling, press the ↑ button.

Note: You cannot draw your sword while crawling.

To pick something up:
Stand in front of the object you want to pick up and press the ↓ button.

PRINCE OF PERSIA 2

SWORD FIGHTING

To draw your sword:
Press Y to draw your sword, if you have one, and go en garde.

When you are en garde, the buttons perform somewhat different functions.

To block/parry:
Press the ↑ button.

To strike:
Press the Y button. Each press of key represents one sword strike.

To advance or retreat:
Press the ← or → button.

To block your opponent's strike:
While facing your opponent, press the ↑ button just as he is striking. It may take some practice to get the timing right so watch your opponent carefully, and wait for him to strike.

To turn around:
Usually if an opponent attacks you from behind, you will automatically turn to face him. However, there are situa-

tions in which you may wish to deliberately turn your back on an opponent -- for instance, when you find yourself sandwiched between two opponents, or when you simply wish to run away. To turn around while en garde, press the ← or → while holding the **L** or **R** button.

To put away your sword:
Press the ↓ button. Once you have put away your sword, you are free to run, jump and climb as usual. To draw your sword again, press the **Y** button.

• You can knock out a loose floor section by standing directly beneath it and jumping up. Try not to be there when it lands.

• Look for the pressure-activated floorplates that open and close gates. There are three kinds of pressure plates. One kind opens gates, another closes them, and a third both opens and closes them.

• Look out for pressure plates that trigger hidden dart shooters.

• In the course of your adventures you will find various potions. Some are healing potions that will restore your strength. Other potions have different effects. With experience, you can learn to recognize which potions are which. Try to find all of the life enhancing potions. You'll need them.

• Watch out for spikes that spring out of the wall. If you want to climb a wall that is booby-trapped with spikes, first take a careful step to trigger the spikes. Once the spikes have been triggered, you can climb the wall without getting hurt.

• A two-story drop will hurt you. A three-story drop will kill you. Instead of stepping straight off a high ledge, it is often wiser to reduce the distance you must fall by turning you back to the ledge, climbing down to hang from it, and letting yourself drop.

• If you encounter an opponent whom it seems impossible to beat, perhaps you're not using the right weapon. Or perhaps there is a way to avoid the fight entirely...

LIFE AND DEATH

The row of red potion bottles in the lower left corner of the screen indicates your current strength. Every time you get hurt, you lose one unit of strength. When the last of your strength disappears, you die.

You start the game with three units of strength. Later on, you will be able to increase your strength beyond this limit.

Things that cost you one unit of strength include a blow by a guard's sword, two-story falls, and having a section of the floor collapse on your head. Other, more serious accidents can kill you outright.

An opponent's strength is indicated by a row of blue potion bottles in the lower right corner of the screen. To kill an opponent, you need to take away all of his strength or find some other way to dispose of him.

DEATH AND CONTINUATION

When you die, the message "PRESS START" will appear on the screen. Press START to return to the beginning of the current level or the last rebirth point.

TIME LIMIT

Soon after you have jumped out of the window of the palace an event will occur to start a clock ticking.

From this moment on, you can die and continue the game as many times as you want, the clock will be ticking. When the time runs out, the game will be over.

To find out how much time you have left at any point after the timer starts, press the **L** button.

PRINCE OF PERSIA 2

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